

Examples of Life-wide Learning Activities (Secondary Schools)

	Key Learning Areas (KLAs) or Subjects/ Interdisciplinary KLAs or Subjects/ Essential Learning Experiences	Learning Areas/Themes	Activities	Learning Objectives
1.	Chinese Language Education/ Chinese Language	Integrated skills	Inviting drama troupes to perform at school or participating in drama activities outside school	Through activities on drama appreciation, to help students to establish relevance to their life experiences, analyse the contents and forms of dramas and understand the emotions of playwrights, and to encourage students to engage in drama performances for enhancing their reading, writing, listening and speaking skills.
2.	Chinese Language Education/ Chinese Language	Integrated skills/ thinking	Arranging in-school or inter-school debate competitions	To enable students to apply reading, writing, listening and speaking skills and enhance critical thinking through debating.
3.	Chinese Language Education/ Chinese Language	Literature/ reading	Inviting authors to schools or participating in “Meet-the-Authors” sessions outside school	To extend the width and depth of reading among students through activities such as talks by authors, creative writing workshops and meet-and-greet sessions with authors.
4.	Chinese Language Education/ Chinese Language	Literature/ reading	Bookstore visits	To acquaint students with the features of different bookshops through bookstore visits, or to increase students’ interest in reading by encouraging them to engage in bookstore activities.

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5.	Chinese Language Education/ Chinese Language	Literature/ creative writing	Training of young authors	To provide opportunities for creative writing and cater for learner diversity by publishing literary magazines with school characteristics or collections of works by promising students.
6.	Chinese Language Education/ Chinese Literature	Literature/ reading	Literary walks in Hong Kong	Through visits to local cultural landscapes and reading of related literary works, to enable students to understand authors' thoughts and emotions, learn about the literary works and cultural characteristics of Hong Kong at different times, and thus enhance literary appreciation and creative writing skills.
7.	English Language Education/ English Language	Environmental awareness and digital citizenship	A clean hike that involves students in documenting the litter they picked up using an app	To provide students with opportunities to use English in authentic situations. To develop students' digital citizenship and environmental consciousness by promoting online collaboration with the global community in making our environment clean.
8.	English Language Education/ English Language	Initial experience of the requirements of a vocational field	Mutual visits to cafes operated by social enterprises including a briefing session on social enterprises and cookies making class, followed by a	To provide students with opportunities to use English in authentic situations.

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			session where participating students met with the staff working in the organisation and learnt about their work experience	To provide students with opportunities to learn about the job requirements and what it is like working in a social enterprise.
9.	English Language Education/ Literature in English	Drama appreciation	Watching a Shakespearean play, with pre- and post-viewing discussion and learning activities	To widen students' exposure to drama performance and enhance their understanding of how a play is developed from script to performance. To develop students' literary appreciation and analysis skills, as well as their ability to respond critically to the original play by Shakespeare and the adaptations made in the performance.
10.	Mathematics Education	Generic skills (mathematics and information technology)	Mathematics trails	To increase students' interest in learning mathematics through different mathematics games and learning activities outside the classroom, and to provide more opportunities for students to apply information technology to solve problems through activities featured by using apps to identify directions, using QR codes to assist in data searching, etc.

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11.	Mathematics Education	Application of mathematics to science and technology	Visiting the Guangdong Science Center	To enhance students' understanding of the applications of mathematics to science and technology, and to increase their interest in learning mathematics through learning activities at the Guangdong Science Center.
12.	Mathematics Education	Applications of mathematics in real-life contexts (mathematics and science)	Visiting the Hong Kong Observatory (HKO)	To enable students to recognise the production of weather forecasts, application of related technology and processing of data (including collection, presentation and analysis of data) by HKO, visit protected buildings and realise the history of HKO.
13.	Mathematics Education	Applications of mathematics in real-life contexts (mathematics and geography)	Hiking or field trips	To enable students to apply knowledge of trigonometry and to use maps and digital devices to measure the lengths and slopes of hiking trails as well as the heights of hills, etc. so that they could make plans and create sectional drawings for hiking or field trips, and prepare post-trip reports.
14.	Citizenship and Social Development	Our Country Since Reform and Opening-up/ Career planning and exploration	Mainland Study tours	To help students understand the reasons for the country to develop the Greater Bay Area and its implications for the country, and to acquaint students with the working and living conditions in the Greater Bay Area and encourage them to broaden horizons and consider development opportunities in the Greater Bay Area when devising their career plans.

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15.	Citizenship and Social Development	Hong Kong under “One Country, Two Systems”	Basic Law tours	To enhance students’ understanding of the historical background and implementation of “One Country, Two Systems” and the Basic Law through visits to related historical sites and buildings. The major destinations may include Central Government Offices, Legislative Council, Court of Final Appeal and High Court. Students are required to search information beforehand and introduce the Basic Law during the tours. This would enrich students’ understanding of “One Country, Two Systems” and the Basic Law.
16.	Science Education/ Science and Biology	Ecology/ Conservation of ecosystem	Ecological field studies	To help students understand the need for conservation and the measures to preserve biodiversity through visits to conservation areas in Hong Kong (e.g. nature reserves, wetland parks, marine parks, country parks, Sites of Special Scientific Interest and the Ramsar Site) or joining guided tours arranged by non-governmental organisations, or to equip students with scientific investigation skills through field studies in countryside.
17.	Science Education/ Science and Physics	Physics and science at the junior secondary level /astronomy activities	Outreach Astronomy activities for Schools	By inviting astronomical organisations to provide outreach astronomy activities at school, including giving a talk, as well as organising astronomical observation activity, to allow students to conduct

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				observations in school with the telescopes provided by the organisation.
18.	Science Education/ Science and Chemistry	Chemistry and science at the junior secondary level / environmental science	Founding an environmental monitoring club at school	To enable students to collect environmental data (e.g. water quality or air quality) with different environmental science apparatus and then offer and implement improvement proposals, and to acquaint students with the laboratory science industries through visits to water treatment works, sewage treatment works, local testing and certification firms, etc.
19.	Technology Education/ Computer Literacy, and Information and Communication Technology	Application and implications of the development of information and communication technology	Expo visits	Through expo visits, to enable students to keep abreast of the developments in innovation and technology (e.g. modern farming and facial recognition technology in a smart city), increase their interest in the development of innovation and technology and understand how technology raises the quality of life.
20.	Technology Education/ Computer Literacy, and Information and Communication Technology/ Values Education/ STEAM Education	Entrepreneurial spirit/ Patriotic education/ STEAM education/ exploration of multiple pathways	A two-day study tour to the Greater Bay Area on the development of innovation and technology	Through visits to innovation and technology enterprises in the Greater Bay Area, to deepen students' knowledge about technological development and information literacy and explore opportunities for further studies and career development there; to cultivate national pride and affection for our country while gaining first-hand experience in national development and achievements.

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21.	Technology Education/ Computer Literacy, and Information and Communication Technology	Application of STEAM and coding education	Exchange camps on STEAM/coding education	To enable students to apply what they have learnt from STEAM/coding lessons and have exchanges with peers to broaden horizons.
22.	Technology Education/ Computer Literacy, and Information and Communication Technology	Integration and application of knowledge and skills	Experiential learning day camps	Through hands-on and minds-on STEAM education activities, to enable students to demonstrate creativity, integrate and apply knowledge and skills related to STEAM education, develop a proposal/product for solving a real problem, enhance problem-solving and collaboration skills, and cultivate team spirit.
23.	Technology Education/ Design and Technology, and Design and Applied Technology	Creative design, new technology, production process and technique, as well as knowledge and skills related to application of technology/ STEAM	Arrange students to visit firms/factories and exhibitions related to product design, engineering and emerging technology Arrange students to participate in product design, technology and engineering competitions	To broaden students' horizons and increase their learning interest by enabling them to grasp and learn related concepts, skills and application of creative design, new technology, production process and technique, etc. in real contexts. Through participating in competitions related to design, technology and engineering, students are enabled to unleash their creativity, apply the knowledge and skills related to design and technology/STEAM, as well as develop their hands-on production skills and team spirit.

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24.	Technology Education/ Home Economics, and Technology and Living	Food science and technology/ fashion, clothing and textiles	Arranging for students to visit food factories, school lunch supplier's production plant, museums, and textile mills in the Mainland, and watch fashion shows Arranging for students to participate in cooking and fashion design competitions	To broaden students' horizons and enhance their learning effectiveness by enabling them to grasp and learn in authentic contexts the theories, concepts and skills of food science and technology/fashion, clothing and textiles.
25.	Technology Education/ Business, Accounting and Financial Studies	Application of business and commercial knowledge in different contexts	Business experience programmes, accounting and business management case competitions, business case analysis competitions, business proposal competitions, Lunar New Year fairs, and visits to corporations	To enable students to solve business problems in real contexts by flexibly applying knowledge and skills of accounting and business management.
26.	Technology Education/ Business, Accounting and Financial Studies	Acquiring knowledge and abilities for personal financial management	Stock Trading Guru board game and related competitions	To acquaint students with the concepts under the topic of "stock trading as an investment" through the Stock Trading Guru board game, and to enhance students' abilities to apply knowledge and skills in personal financial management through related competitions.

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27.	Technology Education/ Health Management and Social Care	Health Promotion and Health Maintenance Services / Community and Social Care Services	Arrangement of field learning for students to conduct observation, interviews and activities at health and/or social service organisations	To enable students to, through actions, experiential learning and authentic contexts, apply and reflect on the theories and concepts of the compulsory parts in the curriculum (e.g. health promotion, social welfare and professional intervention) and undertake tasks for field learning.
28.	Technology Education/ Health Management and Social Care	Health Promotion and Health Maintenance Services / Community and Social Care Services	Field Learning Expo - consists of exhibition, competition on innovative solutions, seminars / workshops, as well as Outstanding Student Award.	To showcase students' achievement in HMSC field learning as well as to facilitate them in planning and implementation of field learning.
29.	Personal, Social and Humanities Education/ Chinese History	Chinese history and culture	Inter-school Chinese history story-telling and drama competitions for non-Chinese speaking (NCS) students	To arouse the interest of NCS students from different schools in related subjects and enhance proficiency in spoken Chinese through Cantonese speech contests on Chinese history and culture.
30.	Personal, Social and Humanities Education/ Chinese History	Chinese history and culture	School-based reading award schemes on Chinese history and culture	Through school-based reading award schemes for promotion of Chinese history and culture, to enhance students' understanding of Chinese history and culture, cultivate the reading habits of students and create a reading atmosphere on campus.

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31.	Personal, Social and Humanities Education/ Chinese History	Chinese history and culture, ITE and Entrepreneurial spirit	The Hong Kong Schools “Decoding Chinese History” Creative Video Competition	To encourage students to integrate Chinese history learning with information technology, stimulate students’ interests in learning Chinese history and culture, heighten their affection for our country and cultivate their self-directed learning capabilities through producing creative videos on Chinese history topics.
32.	Personal, Social and Humanities Education/Ethics and Religious Studies	Faiths in action	Learning to serve and serving to learn	To enable students to make plans for and engage in services with others so that they could reflect on their service experiences, sort out what they acquire and how they feel, and apply what they have learnt to everyday life or other services.
33.	Personal, Social and Humanities Education/ Economics	Entrepreneurial spirit	Organising business experience programmes for students (e.g. Lunar New Year fairs)	Through experiential learning activities, to enable students to apply the subject knowledge of Economics to decision-making in business, develop creative thinking skill, critical thinking skill, perseverance and boldness etc., and solve problems by showing team spirit.
34.	Personal, Social and Humanities Education/ Geography	Fieldwork in geography	Arranging for students to undertake fieldwork on physical and human geography in Hong Kong and its vicinity	Through fieldwork and on-site observation, to enable students to apply the geographical concepts (e.g. rivers and cities) they learn in class, and extend classroom learning by measuring, collecting, presenting and

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				analysing geographical data in the field with different fieldwork instruments and skills.
35.	Personal, Social and Humanities Education/ History	Field visit in History	Local and non-local historical field visits	Through museum visits and local and/or non-local field visits on historical sites, relics, intangible cultural heritages, etc., to allow students to apply the historical knowledge and skills they learn from class in authentic contexts and thus nurture a greater interest in learning history and enhance learning effectiveness.
36.	Personal, Social and Humanities Education/ History	Subject-based reading in History, ITE	Territory-wide ‘Junior Secondary History e-Reading Award Scheme’	To encourage students to read history-related articles through the e-Reading Platform, so that students can conduct self-directed learning in History with e-learning tools, and nurture their reading ability and interest in History.
37.	Personal, Social and Humanities Education/ Tourism and Hospitality Studies	Catering	Experiential learning at chain-stores under large-scale catering groups	In authentic learning contexts, to enable students to grasp how technology increases service efficiency, how the catering industry gives its undertaking to protect the environment in the procurement process, as well as the brand development trends and diverse employment opportunities of the catering industry.
38.	Physical Education	Self-enhancement	Adventure-based activities	Through specially-designed challenges that strengthen students’ physical coordination, to enable students to feel a sense of achievement, boost self-confidence and

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				build up a positive self-image upon completion of the tasks, and equip students with positive approaches and attitudes for coping with difficulties or setbacks.
39.	Physical Education	Physical education	Football classes	To enable more students to, beyond physical education lessons, learn about and engage in football activities, develop their interest in sports, and cultivate proper values and attitudes through participation in sports activities.
40.	Physical Education	Physical education	A three-day tour to the Mainland on sports training and exchange of sporting culture	To enhance students' skills in sports through training in the Mainland, and to broaden students' understanding of the country's sporting culture and widen their horizons through exchange activities with Mainland students.
41.	Arts Education/ Visual Arts	Experiential learning at art studios	Experiential learning at art studios	To expose students to the actual work situation, thinking and creative process of artists, and basic art making techniques through visiting to studios of art forms that are unfamiliar to them (e.g. glass art).
42.	Arts Education/ Visual Arts	Exchange, art making and showcase	A visual arts learning camp in the United Kingdom	To broaden students' cultural horizons through participating in a 10-day learning camp in UK, during which students visit famous art museums and iconic buildings, engage in exchange and learning activities at art institutions with art making activities. Upon

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				completion, an exhibition could be held in Hong Kong to showcase students' works and learning outcomes.
43.	Arts Education/ Visual Arts	Art of upcycling	Workshops on art of upcycling	To acquaint students with the recycling process through organising talks on waste reduction and recycling and paying visits to resources recovery centres, and to promote the awareness of “upcycling” and cherishing resources among students. Under artists' guidance, students learn to excavate “wastes” (e.g. wood, fabric, paper and plastic) in daily life, and explore their features and offer them a new lease of life through art making.
44.	Arts Education/ Visual Arts	Architecture	Guided tours on Hong Kong's architecture	By arranging talks and guided tours on architecture, to enable students to learn the features and significance of buildings at different times, develop appreciation for their functions and aesthetic through field studies and analysis of users' needs for exploring the relationship between architecture and arts, history, science and technology.
45.	Arts Education/ Music	Multimedia expression	Creative activities on music and multimedia	Through student workshops on creating instrumental music that incorporates multimedia elements (e.g. images, stage and lighting effects, body movements), to nurture students' capability in artistic expression.

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46.	Arts Education/ Music	Cantonese opera/ field trip	Field trip to a bamboo theatre of Cantonese opera	Through the visit to the bamboo theatre and appreciation of Cantonese opera performance, with guidance of teachers/ instructors, for students to understand performance preparations and interact with performers, to foster in students a greater interest in appreciation of Cantonese opera and a deeper understanding of traditional culture.
47.	Arts Education	Appreciation and criticism of performing arts	Workshops on criticism of performing arts	By exposing students to performances of different art forms (e.g. music, drama and multimedia) with their participation in workshops, to enable students to enhance arts appreciation skills by analysing, interpreting and writing commentary on the content, style and significance of the works.
48.	Arts Education	Experiential learning in media arts	Workshops on creative and experimental short films	By arranging workshops on short film production, to enable students to learn basic film language and skills of filming and post-production through creating one-to-two-minute experimental short films to experience the process from idea development to production.
49.	Arts Education	Drama production and performance	Workshops on drama production and performance	By arranging student workshops on playwright with experience sharing by instructors and guidance on rehearsals and performances, to develop students' presentation and communication skills, and cultivate their confidence and team spirit.

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50.	Applied Learning	Vocational and Professional Education and Training (VPET)	Participating in activities related to VPET/ Applied Learning (e.g. exhibitions, performances, competitions and workplace experience programmes)	To provide students taking Applied Learning courses with more opportunities to put into practice/ apply what they have learnt so as to enrich their learning experiences and promote VPET.
51.	STEAM Education	Biological/ genetic engineering	Participating in international genetic engineering competitions	To enable students to, in given contexts of a competition, integrate and apply knowledge and skills of such subjects as biology, chemistry, mathematics, information and communication technology, and visual arts, conduct a scientific study on a group basis, develop team spirit and enhance problem-solving skills.
52.	STEAM Education	Science education/ designing and setting up a space theatre on campus	Setting up a mini space theatre on campus	To allow a STEAM learning group to demonstrate creativity through designing and setting up a mini space theatre with a cyclorama on campus by means of suitable astronomy software (note: no structural alteration on campus should be involved).
53.	STEAM Education	Renewable energy (mathematics and science)	Visits to Lamma Power Station and Lamma Winds	To allow students to study how carbon and air pollutant emissions vary between different fuels for electricity generation during the visits and explore the feasibility of green electricity. After the visits, students may examine, with the calculation of the estimated total cost,

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				whether it is practicable and cost-effective to install solar panels at a specific location on campus.
54.	STEAM Education (Gifted Education)	STEAM education	A public exhibition on the Hong Kong Youth Science and Technology Innovation Competition	By arranging visits for the gifted/ high-ability students to the exhibition on winning entries of the Hong Kong Youth Science and Technology Innovation Competition held in March or April every year, to enhance their scientific literacy through interactions and learning during the visits, and arouse interest and enthusiasm in science. Before the visits, teachers may discuss with students the criteria for evaluating entries. During the visits, students may, on a group basis, select several entries they consider the best according to the criteria for presentation at school. When students deliver presentations, teachers may make use of the chosen entries to further discuss with students the features and core elements required of outstanding scientific exploration and innovation.
55.	Physical Education and STEAM Education	Physical education/ STEAM education	A two-day dinghy sailing activity as a strategy to implement the STEAM education curriculum in Physical Education	Through promotion of water sports, to enable students to grasp the basic skills and safety precautions of dinghy sailing and cultivate proper values and attitudes; through the STEAM education activities related to dinghy sailing (e.g. making of land yachts and

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				anemometers), to enable students' knowledge and interest, and develop creativity, entrepreneurial spirit and problem-solving skills.
56.	STEAM Education	Visual arts and science/ relic restoration	A four-day workshop on relic restoration in Taiwan	Through arranging for students to attend a museum relic restoration workshop in Taiwan, to allow students to have hands-on experience in restoring relics made of ceramic, metal, paper, wood and suchlike, and grasp the scientific, technological and arts knowledge of relic restoration for developing a greater interest in arts and science.
57.	STEAM Education	Music and technology education	Experiencing recording studios	To allow students, under the guidance of instructors during the visits to recording studios, to understand the installation and operation of studio equipment, learn about relevant music software and sound mixing skills, and acquire the scientific, technological and music knowledge involved through the recording and sound mixing process.
58.	Values Education	Life education	Guided tours/ workshops on life and death education	Through experiential activities, to motivate students to reflect on the uncertainties of life and find the meaning of life by thinking about death, and thus encourage students to cherish life and show concern for others.

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59.	Values Education	Healthy interpersonal relationships	Thematic weeks	Through a series of school-based activities (e.g. book fairs, talks, workshops, dramas/radio dramas created by students, game booths and writing competitions), to motivate students to uphold proper values and attitudes when handling problems or making decisions, establish healthy interpersonal relationships, and make sensible judgements and responsible decisions through rational and objective analysis.
60.	Values Education	Life education	Establishing a caring campus	Through school-based activities (e.g. life dramas, growth groups, adventure-based training and a variety of interest classes), to enable students to meditate on the values of life, identify their character strengths, form personal characters, think more positively, strengthen support and connection among peers, and thus create a school culture that features mutual support and care.
61.	Values Education (Gifted Education)	Multiple intelligence	Seminars and carnivals on multi-cultural exchange	To enhance students' understanding of the cultural characteristics of different places and enable students to learn to respect others and embrace a multi-cultural global outlook through seminars in which guests and the gifted/ high-ability students have exchanges on multi-cultural issues, and through multi-cultural carnivals on campus with various booths organised by the gifted/ high-ability students.

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62.	Community Service	Service learning	Visiting and serving the needy in the community	By arranging for students who have undergone volunteer and leadership training to engage in service learning at local social welfare agencies (e.g. elderly homes and centres for ethnic minority children) or to design meaningful outdoor learning itineraries (e.g. conservation tours in country parks/ Ocean Park), to allow them to apply what they have learnt, cultivate empathy, communication skills and leadership qualities.
63.	Community Service	Service learning	Enjoying tea and building friendship	By engaging students in service learning that involves making and serving the elderly a cup of tea, to enable students to grasp how to communicate and interact with the elderly, identify the characteristics and needs of the elderly, and thus cultivate proper values and attitudes (e.g. showing concern and respect for others).
64.	Community Service	Service learning	A series of performances on “Celebrating the Inclusive Power of Arts”	To organise arts performances under the theme “Let’s build a harmonious society together through care and respect” in the hospitals nearby so that in-patients and visitors could experience the joy of live arts performances.
65.	Community Service (Gifted Education)	Personal, social and humanities education Affective education	Classroom learning and extended service learning on poverty	To help students further understand and reflect on poverty and develop empathy and loving care through drama in class, group project learning and experiential learning activities (e.g. collecting waste vegetables

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				from markets and visiting to occupants of subdivided flats), and to enable gifted students to apply what they have learnt, enhance leadership literacy and cultivate attitudes expected of a “servant leader” through organisation of extended service learning activities.
66.	Community Service/ Career-related Experiences	Values education and entrepreneurial spirit	Exploration and experiential activities on social innovation projects	To enable students to reach out to the community and have a grasp of certain social innovation projects or social enterprises, through which students could look at the causes of and solutions to related social issues, learn to show concern for the underprivileged, develop a sense of responsibility, and reflect on how to strike a balance between personal achievements and social responsibility.
67.	Career-related Experiences	Exploration of multiple pathways	Visits and sharing sessions on career-related experiences	To enhance students’ understanding of working life through exposure to different industries and sharing with alumni in employment, and to equip students with the skills, knowledge and attitudes required for today’s job market so that they could plan early for further study and employment.
68.	Career-related Experiences	Exploration of multiple pathways	Summer mentorship schemes	To enable students to understand themselves from multiple perspectives and plan well for further study and employment through mentorship schemes, under which mentors from different industries guide students

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				in joining various programmes, e.g. activities on self-understanding, group collaboration and simulated workplace experience.
69.	Career-related Experiences	Entrepreneurial spirit	Workshops on cultural and arts creation	To arrange workshops on cultural and arts creation conducted by artisans, in which students could learn about the up-to-date skills, gain hands-on experience, see how the artisans start their business, enhance self-understanding and explore multiple pathways.
70.	Career-related Experiences	Physical education/ exploration of multiple pathways	Visits to the sports and scientific research facilities in local universities/Hong Kong Sports Institute	To enhance students' understanding of sports science through visits to the sports and scientific research facilities in local universities/Hong Kong Sports Institute, and to help students learn more about local sports facilities and physical education programmes through field studies so that they could plan well for further study or career development.
71.	Career-related Experiences	Physical education/ exploration of multiple pathways	A two-day study tour to colleges of physical education in the Greater Bay Area	Through arranging for senior secondary students to visit colleges of physical education for exploring study opportunities.

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72.	Career-related Experiences	Visual arts/ creative industries	Arts learning programmes related to creative industries	By arranging for students to attend short-term arts learning programmes on curation, design, computer animation, interactive games, etc. run by professional bodies, to enable students to experience the process from conceptualisation to creation, with the provision of associated equipment, and grasp the development and employment prospects of the industry.
73.	Career-related Experiences	Music/ maintenance of musical instruments	Maintenance of musical instruments	Through visits to maintenance workshops of musical instruments students with the provision of associated equipment and the guidance of instructors, enable students to gain hands-on experience in repairing musical instruments, and thus grasp better the structure and maintenance of musical instruments, as well as the development and employment prospects of the industry.
74.	Values Education/ Career-related Experiences	Sustainable development education/ exploration of multiple pathways	Life-wide learning activities organised by local theme parks (e.g. the Ocean Park)	To enhance students' awareness of nature conversation, biodiversity, climate change and sustainable development, and cultivate proper values and attitudes in them through visits and participation in the experiential learning activities. To enable students to explore the diverse career opportunities in the theme parks through visiting the behind-the-scene areas or interacting with the professionals.

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75.	Values Education	Patriotic education	National education (including the Constitution and the Basic Law education) learning activities	To enable students to understand more about our country and develop their affection for our country through organising or participating in various activities complementary to the curriculum, such as training for flag-guards, activities for the Constitution and Basic Law student ambassadors.
76.	Values Education/ Arts Education	Patriotic education/ arts education	Film shows about national affairs	Through arranging for students to watch films about national affairs, to deepen their understanding of national history and the deeds for the 1911 revolution, understand the importance of national security and develop their affection for our country; while also improving their knowledge of arts.